Desert of Desolation Clarifications

December 20, 2007

These rules clarify and, where appropriate, supercede rules on the insert packaged with* Desert of Desolation *expansion boosters.

These *Desert of Desolation* clarifications use the same format as the Alphabetical Reference from the Errata & FAQ document and will be included in a future version of it.

Abduct: The Bar-Lgura and the target enemy are placed adjacent to each other in the chosen victory area. If it isn't possible to place the Bar-Lgura and the target enemy adjacent to each other in a victory area, then Abduct can't be used.

Because Abduct uses the "place" terminology, both creatures must end up in legal positions. Neither creature is required to be entirely in the victory area; it's OK for each of the creatures to occupy as few as one square of the victory area.

Angel of Vengeance (*Desert of Desolation*: LG, 1/60): Add Large to this creature's Type line so that it states "Large Outsider."

Bolstering Presence (Allies within line of sight get morale save +4): In order for an ally to receive the bonus, this creature must have line of sight to the ally. The ally does not need line of sight to this creature.

dispel magic (sight or any ally in line of sight; remove 1 ongoing spell from target creature): This spell removes all effects of any 1 spell from the target creature except:

- Changes to the target's hit points, including damage taken, healing, and other hit point modifiers;
- Routing that started or ended as a result of the spell;
- Changes to the target's position;
- Actions already taken, such as attacks granted by *snake's swiftness*;
- Effects that cause a creature to change warbands permanently;
- Effects and conditions removed, including paralysis and poison. Look specifically for the use of the term "remove." (The term "loses" is not the same as "remove".)

All other effects of the chosen spell are removed from the target creature, including, but not limited to, bonuses and penalties (except to hit points), stun, paralysis, confusion, and poison. The target loses any abilities that were gained as a direct result of the chosen spell, such as the Conceal granted by *blur*. The target creature regains any abilities that were lost as a direct result of the chosen spell, such as the Flight loss caused by *legion's undeniable gravity*. This is not a comprehensive list of every effect that might be removed by this spell; other sorts of effects from the chosen spell will also be removed from the target creature, unless they are one of the exceptions listed above.

This spell only removes the one chosen spell's effects. If a creature has Conceal from both *blur* and *invisibility*, casting *dispel magic* on that creature's *invisibility* effect removes only the Conceal granted by *invisibility*, and the creature would still have Conceal from *blur*. Similarly, if a creature has lost Flight twice from two *legion's undeniable gravity* spells, one *dispel magic* spell is not sufficient to restore Flight ability to that creature.

Examples:

- *Melf's acid arrow* (sight; 10 acid damage, ignore Spell Resistance): *Melf's acid arrow* has no ongoing effect, so none of its effects are removed.
- *hold person* (sight; Paralysis, Humanoids only; DC 14): Generally, the target will no longer be paralyzed. However, if the target was paralyzed as the result of both *hold person* and Ghoul Touch, *dispel magic* removes the paralysis from only *hold person*, and thus the target will still be paralyzed from Ghoul Touch.
- *magic weapon* (touch, attack +1, ignore DR): The attack +1 bonus is removed. The ability to ignore DR is also removed, but the target creature would still be able to ignore DR if some other spell or effect allows it

to do so.
- *unholy blight* (sight; radius 4; good creatures take 15 damage and gain attack -2; DC 19): Damage dealt by *unholy blight* won't be removed, but the attack -2 penalty would be removed.
- *summon nature's ally II* (Animals or Magical Beasts with a total cost of 10 or less): Summon spells do not affect creatures per se, so a summoned creature can't be removed by *dispel magic*.
- *banishment* (range 6; destroy target Outsider or target summoned creature with 75 or fewer hp; DC 20): A creature that was destroyed or eliminated is no longer a creature, so it can't be targeted by *dispel magic*, and thus it can't be un-destroyed or un-eliminated.

Dread Poison (20 damage whenever poisoned creature activates; DC 20): Dread Poison stacks with both regular Poison and Virulent Poison, because they do not have identically worded effects. See the Poison/poisoned entry for more details.

Dream Poison (On its next turn, poisoned creature can activate only on a roll of 6+; DC 17): The card text activation and turn terminology is backward. When the poisoned creature activates, it skips that turn unless it rolls 6+.

Drow Spider Priestess (*Desert of Desolation*: CE, 47/60): The Commander Effect increases the DCs of only the special abilities and spells that have a DC printed on the card. It does not, for example, increase the DC of the Yuan-Ti Malison's *cause fear* because that particular spell has no DC printed on the card.

Fearsome Presence 2 (Enemies in line of sight get morale save -2): In order for an enemy to receive the penalty, this creature must have line of sight to the enemy. The enemy does not need line of sight to this creature.

Feral Regeneration 20 (Immediate: This creature heals 20 hp): There is no specific trigger for this immediate action, so it can interrupt any action and can even be used in the middle of the resolution of an attack against this creature, possibly even taking that creature from 0 (or fewer) hp back to 5 or more. However, if this creature has already reached the point of the Attack Sequence (or Spell and Special Ability Sequence) where it has been marked as destroyed (step A14), it will still be destroyed, and no amount of healing can save it.

hesitate (sight; on its turn, target creature can only move; DC 15, save at the end of each of target creature's turns): The affected creature can't attack, cast spells, use special abilities that must be activated or targeted (including swift and immediate actions), or do anything that replaces any of those things (such as replaces attacks actions). The affected creature is not required to move. It is still allowed to stand still and do nothing on its turn, for example.

Hoardkeeper +10 (While this creature occupies one of your victory areas, you score 10 extra victory points for each enemy destroyed): Every destroyed enemy is worth +10 victory points to you, regardless of which creature destroyed that enemy or how that enemy was destroyed. The enemy creature must be destroyed while this creature occupies one of your victory areas to earn the bonus. Enemies that are not worth victory points (such as those with the Beneath Contempt ability) are still worth no points; the bonus granted by Hoardkeeper does not apply to these enemies. The bonus granted by Hoardkeeper does not apply to an enemy that is eliminated without being destroyed (such as when an enemy fails a save for ending a turn in a pit square).

Infest (This creature can enter an enemy creature's space and can end its move in a space occupied by a non-Swarm creature): A non-Swarm creature is not considered to be in an illegal position as a result of this creature occupying its space. Infest allows this creature to move into an enemy's space, but it does not implicitly allow an enemy to move into this creature's space.

Kelgore's fire bolt (sight; 20 fire damage; DC 13; 5 fire damage instead if caster fails to overcome Spell Resistance, no save): The second part of this spell's effect ("5 fire damage instead …") ignores both Spell Resistance and Spell Resistance All. In other words, even if the target has Spell Resistance All, this spell still deals 5 fire damage to the target.

Lure (Immediate: range 6; if not already adjacent to this creature, target must move to a square adjacent to this creature before taking any other actions; this effect ends if no path to an adjacent square is available on target's turn)

The affected creature can't attack, cast spells, take swift or immediate actions, use special abilities that must be activated or targeted, or do anything that replaces any of those things (such as replaces attacks actions) unless it is adjacent to the Shrieking Harpy.

The affected creature can't move unless it moves toward the Shrieking Harpy and ends its movement adjacent to the Shrieking Harpy. This movement can be roundabout, as long as the affected creature's Speed and movement-related abilities (Flight, Burrow, Incorporeal, and so on) still allow it to end up adjacent to the Shrieking Harpy. In other words, the affected creature can't move if the movement would not bring it adjacent to the Shrieking Harpy.

The affected creature is not required to move. It is still allowed to stand still and do nothing on its turn, for example.

Lure does not prevent the affected creature from being involuntarily moved (such as by push/pull effects), or having its position involuntarily changed (such as by Abduct or *baleful teleport*).

If, at the start of the affected creature's turn, it isn't possible for it to move adjacent to the Shrieking Harpy, the effect ends. So, for example, if the Shrieking Harpy is too far for the affected creature to reach when moving at double Speed, the effect ends. Similarly, if some other condition or effect (such as stun or paralysis) prevents the affected creature from moving at the start of its turn, the effect ends. Otherwise, the effect continues, and, as a result, may last several rounds. Even if the Shrieking Harpy is eliminated, the affected creature's actions are still limited until the start of its next turn.

Lure does not prevent a routing creature from attempting to rally. A creature's routing movement is not restricted by Lure. It will still move as close to its exit as possible, regardless of the Shrieking Harpy's location. Routing does not cause the Lure effect to end.

A creature's actions may be limited by only a single Lure ability at a time. If a creature is affected by multiple Lure abilities, it can choose which it is currently affected by.

There is no specific trigger for this immediate action, so it can interrupt any action and can even be used in the middle of the resolution of an attack, spell, or special ability. If an attacker's actions are suddenly limited by Lure during steps A1 or A2 of the Attack Sequence, the attack is used up (along with any limited use abilities that were declared in step A1), but stops resolving, effectively preventing the attack from occurring. The same is true of using Lure to limit a creature's actions during steps S1 or S2 of the Spell and Special Ability sequence. You might think of this as Lure being used on the attacker's wind-up, effectively preventing the swing from occurring.

Minion/Minions: Minions are subject to the normal faction restrictions that apply when building your warband. In other words, if you are building a constructed LE warband, your minions must also be from the LE faction unless you add them to your warband via an ability (such as Warband Building) that allows you to use out-of-faction creatures.

Mount: The following information expands and clarifies the Mount rules on the *Desert of Desolation* booster insert and should be used in conjunction with those rules.

Separate Creatures: While mounted, the mount and rider are still separate creatures for all purposes, with two exceptions: Their shared activation counts as only a single activation toward the per-phase limit, and they make a shared morale save to rally when they are both routing. (In other words, the booster insert's use of the term "mounted creature" does not mean that the mount+rider combination becomes a single creature. The rest of these clarifications use the term "mounted pair" to reinforce this concept.)

As a result, if an enemy provokes attacks of opportunity from both the mount and rider, both the mount and rider can attack that enemy.

Movement: A mounted pair uses the mount's speed. The rider can't move or be moved by itself, and moves only with the mount. In other words, if an effect would cause only the rider to move, the mounted pair doesn't actually move. When the mount moves, the rider moves simultaneously wherever the mount goes. Both creatures are considered to be moving into, out of, or through the squares in the movement path, so both creatures might provoke attacks of opportunity, suffer damage from spike stones, and so on. (This does not allow an enemy to make an attack of opportunity against both the rider and mount in a single turn.) Ignore any limitations to and requirements for the rider's movement, such as those caused by Shuluth, Archvillain's Commander Effect, Lure, Murderous, Visejaw, and the helpless condition.

Similarly, the rider's location can't change by itself via non-movement effects (such as teleporting, Shadow Jump, or *dimension door*). When the mount changes location, the rider changes location simultaneously with the mount.

Special Abilities: The rider is considered to have Flight as long as the mount has that ability, even if the rider is somehow prevented from gaining Flight. If the mount has Incorporeal but the rider does not (or vice-versa), the mounted pair cannot benefit from the Incorporeal creature's ability to move through walls and over pits, or move/charge through other creatures. (Though other abilities might still allow the mounted pair to do those things.)

Activating a Mounted Pair: If either the mount or the rider benefit from an effect that allows its activation to not count toward the per-phase limit (such as Tactics), then the shared activation does not count against the limit.

If the mounted pair chooses to not move and make multiple attacks on its shared turn, both the rider and mount can attack, but the first of the two creatures must finish all its attacks before the second creature's attacks start. The rider and mount are not required to make the same sort of attacks (melee or ranged) as one another.

When the mounted pair charges on its shared turn, only one of the two creatures is allowed to make the charge attack (or charge attacks, in the case of Pounce) unless the mount or rider has an ability that allows both of them to attack when charging. When both creatures will make charge attacks, the first of the two creatures must finish all its charge attacks before the second creature's charge attacks start. When only one of the two creatures is allowed to make the charge attack (or attacks), you must choose the attacking creature at the start of the charge; the other creature is not considered to be charging for purposes of effects that trigger during a charge, such as Hurling Charge, Powerful Charge, and Set Against Charge.

If a condition or effect (such as stun, paralysis, or Constrict) prevents one of the two creatures from acting on the shared turn, the unaffected creature still acts normally on that turn. Similarly, if only one of the two creatures has an activation to spend (from Dual Activation or any other reason), that creature takes a normal, non-shared turn. For example, if the mount is unable to act on the shared turn, or if the rider takes a non-shared turn, the rider won't be able to move or charge, but might still be able to make multiple attacks.

Attacking a Mounted Pair: If the mount is eliminated and there is no room to place the rider in a square formerly occupied by the mount, place the rider in the nearest legal position.

Cover: Even though the mount and rider occupy the same squares, neither creature provides cover for the other.

Allies Only: The rider and mount must be allies. If an enemy gains control of either the rider or the mount, the rider is removed from the mount; the rider's controller immediately places the rider in the nearest legal position. Once removed in this way, the rider counts as having activated.

If this happens during the mounted pair's shared turn (including the start of the shared activation, as with Confusion), the rider's turn ends, but the mount's turn continues normally. If this happens during the rider's non-shared turn (including the start of that activation), the rider's turn ends.

Mummy Rot (Use after hit is determined; target takes 15 damage at the start of its next turn and gets save -2; DC 21): A successful save against this ability avoids the start-of-turn damage as well as the save penalty. The start-of-turn damage from this ability does not stack with itself. In other words, if a creature would take damage from multiple instances of Mummy Rot at the start of its turn, it takes damage from only the most extreme one.

Pushback: Unlike many other creatures' Pushback abilities, the Ogre Brute's Pushback is not optional. (The Alphabetical Reference entry for Pushback will be deleted, because it does not properly handle the several variations of Pushback card text that have been published.)

Raging Mount (While this creature's hp are half its starting total or below, its rider gains Rage): This ability only grants the Rage ability to the rider, so the rider must also be at or below half its starting hp total in order to receive the damage bonus from Rage.

Shadow Life (Save +4 against special abilities and spells that affect only living creatures): This ability prevents effects from spells or abilities that specify living creatures in their target descriptions. It does not prevent abilities such as Sneak Attack.

Swarm Attack (card text varies): A creature is not affected by its own Swarm Attack ability.

Willing to Follow CREATURE: This special ability works just like Willing to Follow, except that this creature can receive commander effects from only the specified commanders.